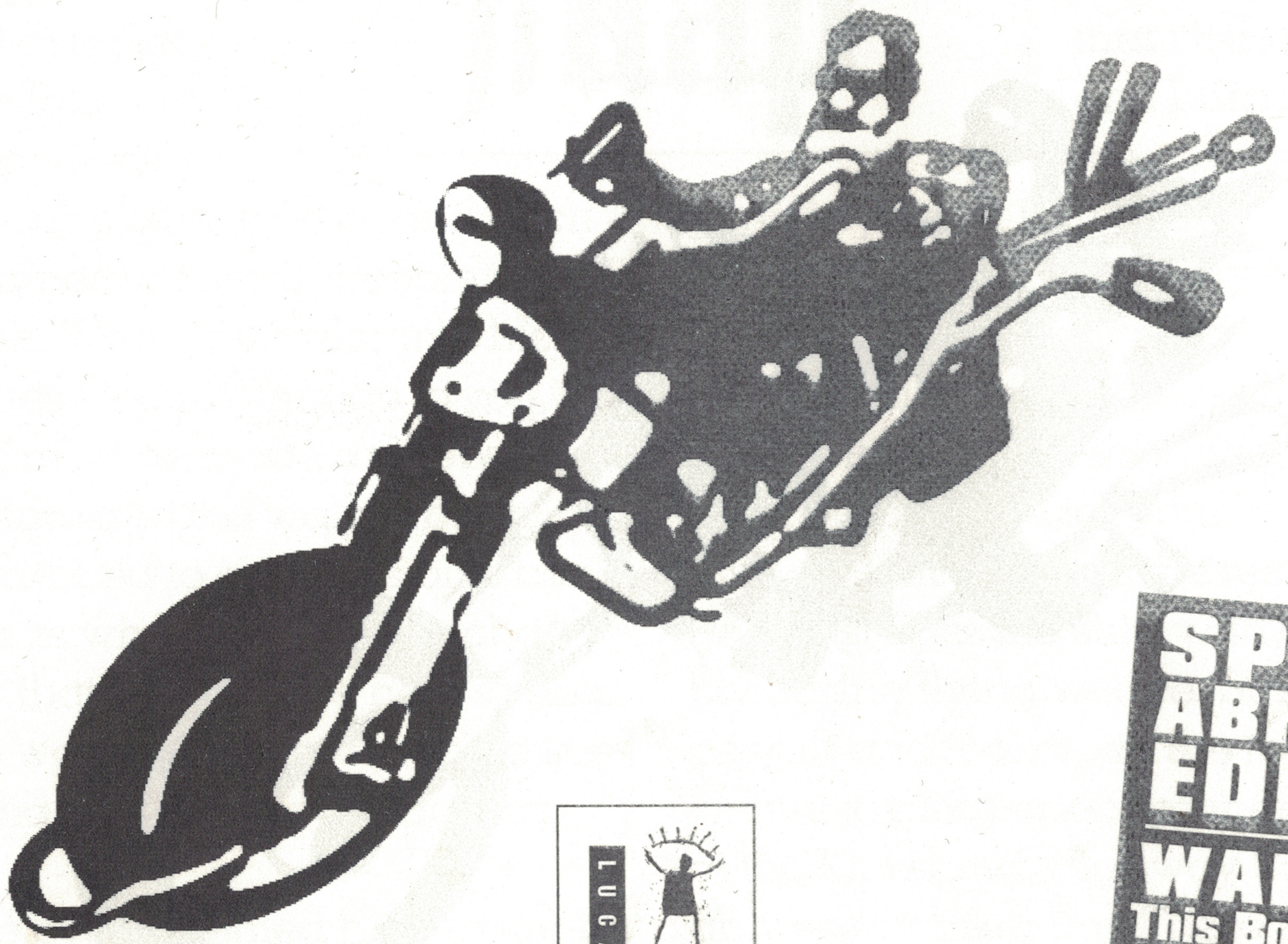
FULL THROTTLE™

THE MINI OFFICIAL PLAYER'S GUIDE

◆ BY JO ASHBURN ◆



LUCAS Arts

SPECIAL ABRIDGED EDITION

WARNING: This Book Contains Puzzle Solutions!

FULL THROTTLE
THE MINI OFFICIAL PLAYER'S GUIDE
by Jo Ashburn

About the Author

Jo Ashburn currently resides in Berkeley, California, which is definitely a state of mind. He has been a theater reviewer for three years for the *Suttertown News* (a weekly Sacramento newspaper), a pizza cook, a transit spy, a projectionist at a sleazy movie house, an English teacher, an actor, a poet, a priest, a technical writer, and is currently employed as a games tester and design technician at LucasArts Entertainment. While at Lucas,he has written the *Day of the Tentacle* hint book, the *Sam & Max Hit the Road* manual and hint book, and the *Dark Forces* manual (in collaboration with Mark Cartwright). He does not own a cat.

The Full Throttle Road Map

Here you'll find a mini walkthrough or set of solutions to the game. *Full Throttle* is reasonably linear. While many key puzzles don't have to be solved in a precise order, the major puzzles do. The best way to describe this idea is to discuss Melonweed, where Ben is taken after a horrendous crash early in the game that completely trashes his bike.

In Melonweed, there are four places to visit, and each contains important items, people, and information. While the order in which you visit these locations is up to you, every stop must be made and every item mentioned in the walkthrough must be grabbed to get Ben's bike back up and on its wheels. Sure it's a challenge, but that's why we're here to help. Along the way, we'll throw in some special tips and nifty low-down factoids too.

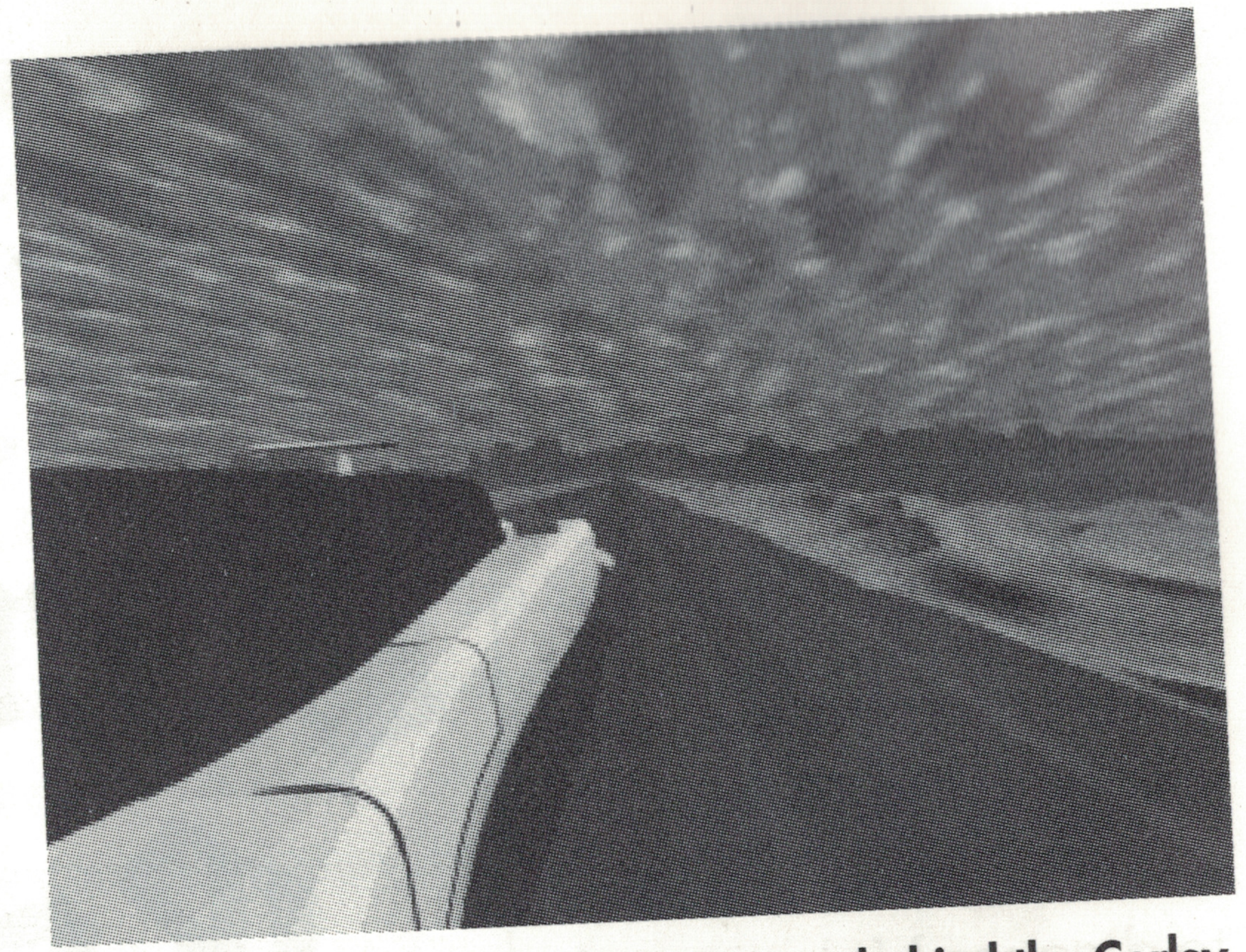
Don't be overwhelmed by the game's challenges. *Full Throttle* is, above all, a feast for your eyes and ears. It should be savored over several sessions.

It's time to mount the comfortable confines of Ben's bike, take a good whiff of air, rev up the bike, and pop a wheelie, or, if offroad, rail the berm. Speed to the front of the Polecats while grooving to the hard-drivin' tunes that fill the airwaves, and burnout down the road with your gang in perfect formation.

Just up ahead is a totally posh Hoverlimo. You can barely make out a couple of suits inside, but what really burns you up is an incredibly tacky cherub hood ornament. Lick your chops and give a silent signal to the rest of the Polecats. Buzz the suits with an incredibly daring flying wedge. Smash that cherub and tool on up the road.

Live to gloat about your escapades at the Kickstand, Highway 9's fashionably seedy biker bar. There the *Full Throttle* story begins…

Highway 9 from the LucasArts traffic copter.



Ben and the Polecats are speeding up behind the Corley Motors Hoverlimo

Cruisin' Highway 9

WHERE IN THE WORLD IS BEN?

Step-by-Step

from *The Melonweed Daily Star Picayune*, July 18,

> MELONWEED — Corley Motors Vice President Adrian Ripburger announced today that the annual Corley Motors stockholders' meeting would be the scene of a dramatic change in production and marketing strategy. Ripburger's overnight rise to executive status 10 years ago following his appointment by founder and CEO Malcolm Corley quickly earned him the nickname "Boy Wonder." His ideas for a radically downsized work force and streamlined manufacturing through robotization have effectively eliminated any competition for the motorcycle manufacturer, and investor anticipation following this announcement has boosted prices on Corley shares a full 17 points. Malcolm Corley would not comment on the proposed changes, but insiders have heard him say the company would change "over my dead body."

It's a steaming day outside, but you wouldn't know it from the chill inside the Limo — and it's not just the air conditioning. Malcolm Corley, owner of Corley Motors, (he's the old guy) and Adrian Ripburger, vice president of the company, (he's the creep) are having one of their regular arguments. Ripburger wants a motorcycle escort to the shareholders' meeting. Corley doesn't like the idea for three reasons:

1. Ripburger suggested it.
2. Ripburger doesn't know diddly about motorcycles.
3. Having rude, crude, violent, dirty, beer-swilling, outlaw bikers associate with Ripburger would be an insult to the bikers.

Suddenly there's a cloud on the horizon and a rumble like distant thunder. A storm's coming — a storm of Polecats. The gang moves up and past the Limo, except for one daring rider at the point of the formation who goes straight over the top and down the other side.

Ripburger is momentarily terrified, but Malcolm is enthralled. It's like he's thirty years younger with a engine between his legs and the wind in his hair. There's an open road before him, and he's going…FULL THROTTLE.

from *A Social History of the Motorcycle* (Chapter 3, "The Corley Years")

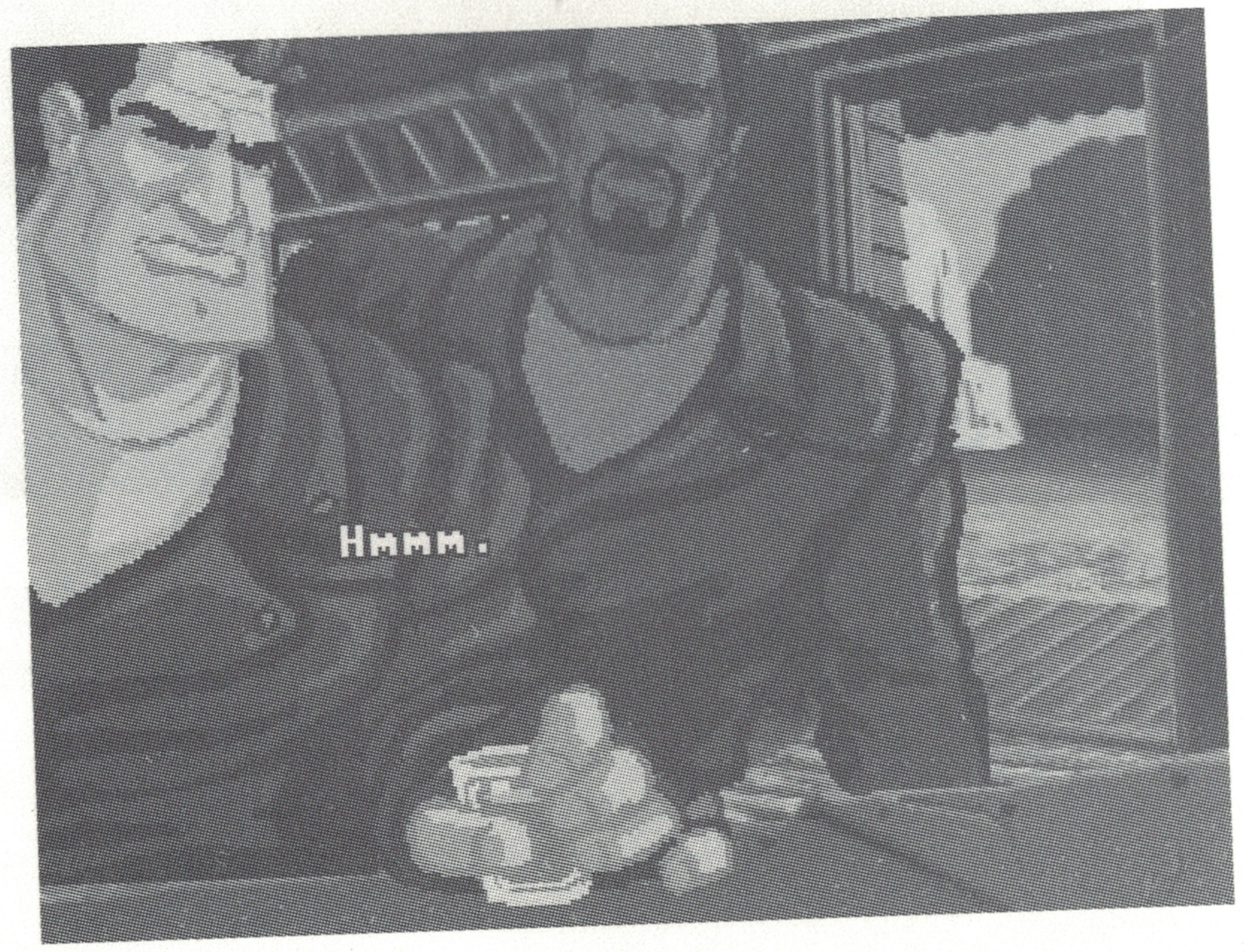
> It is certainly easy to understand why there has been much academic speculation about the origin of the Freeway Tribes. Adopting totemic animals as their symbols and motorcycles as their vehicles of choice, these nomadic brotherhoods of outlaws-on-wheels quickly worked their way into the popular mythos. Perhaps it was the physical presence of the Corley Motors factory itself that inspired the four most famous (and notorious) of these tribes — the brutal Rottwheelers, the mysterious Cavefish, the fearsome Vultures, and, most legendary of them all, the powerful Polecats.

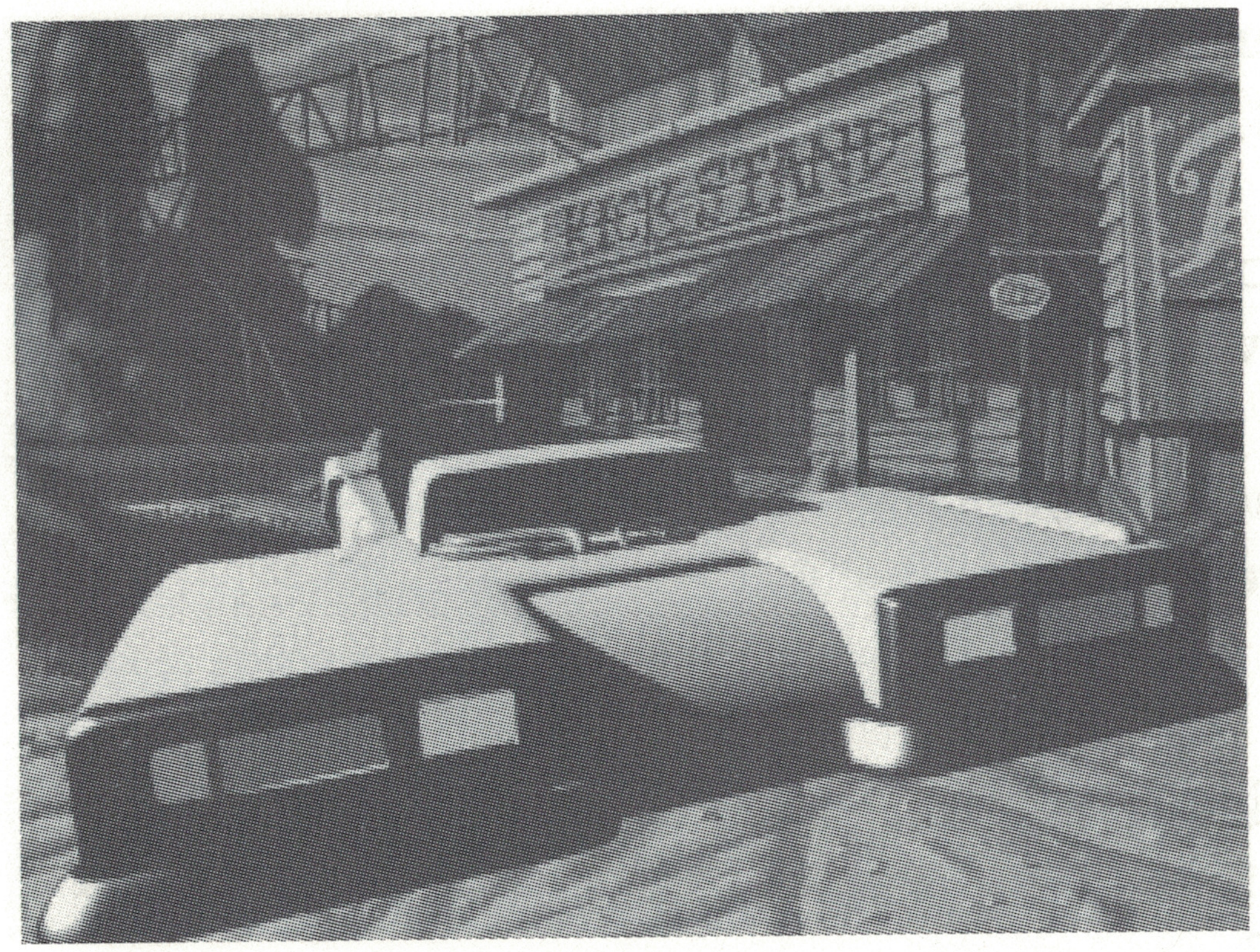
The Kickstand

WHERE IN THE WORLD IS BEN?

Step-by-Step

Welcome to the Kickstand, a desert oasis and hangout for the Polecats. The gang may be partying, but Darrel, Ben's right hand man (he's the guy on the right), is worried. The gang needs money. Ben's in touch with the Force, though. He knows that something big is coming — the Corley Limo.





Malcolm goes in to party with the boys while Ripburger sulks in the car. His chauffeur/bodyguard, Bolus, and flunky, Nestor, try to cheer him up, but Ripburger has an agenda for the stockholders' meeting that doesn't include a report from the chairman.

He makes his way into the bar with an offer for the Polecats. Ripburger wants a motorcycle gang escort, but Ben's not buying. When he hears that Malcolm is dying, though, Ben's willing to go out back and listen to what Ripburger has to say. Ben doesn't notice the high sign Ripburger gives Nestor…

…and the next thing he knows, the lights go out.

Bolus takes off on Ben's bike, and the gang follows, thinking it's Ben. Meanwhile, Ben is waking up to a hands-on lesson in waste management.

PROGRESS CHECK OFF

☐ Get knocked out and thrown in dumpster

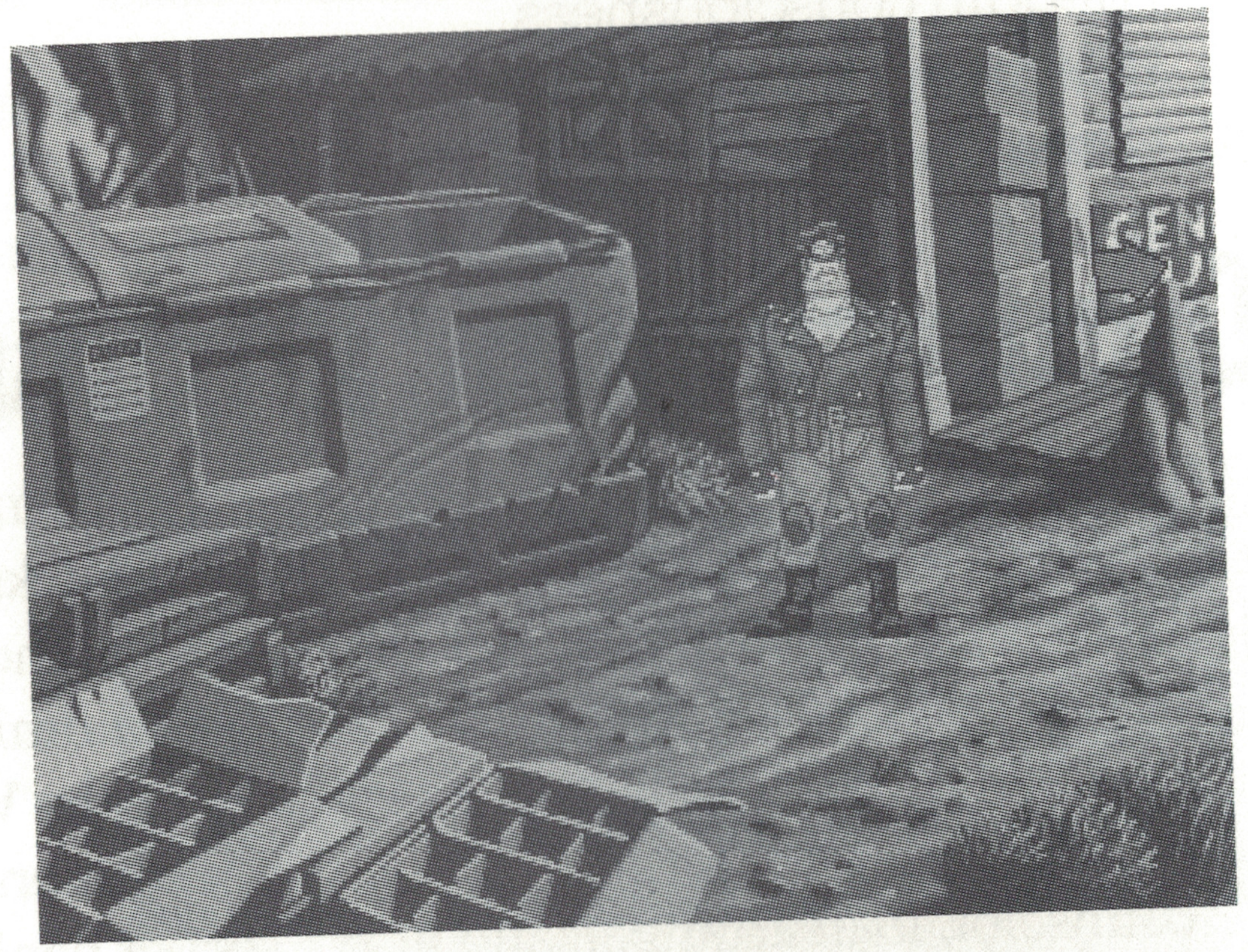
Noise from a Dumpster

from *The Eco-Handi Dumpster Instruction Manual* (ver. 7.1)

> The Eco-Handi Dumpster is built of the best, most secure, corrosion-resistant materials available in the industry. We guarantee unconditionally that every part of this unit is leakproof, impenetrable, and maximally secure — except, of course, for our patented E-Z-Open Door. No matter what kind of unwanted trash you have to recycle through our country's fine system of toxic waste reutilization and sanitary landfills, Eco-Handi provides a reliable, short-term way station to a greener world. When you think of garbage, think Eco-Handi.

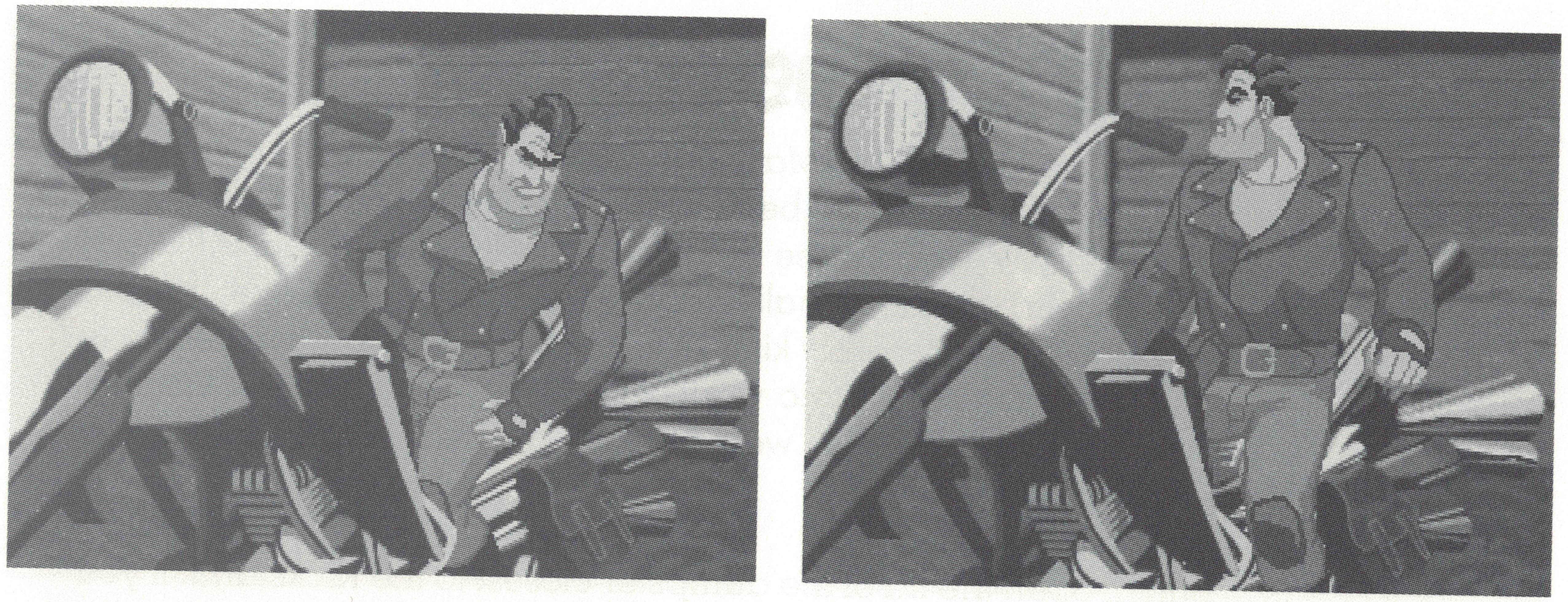
So Ben needs to punch open the lid of the dumpster closest to the Kickstand. If you feel the need for unbridled violent behavior, go ahead and punch the dumpster with Ben inside for a few minutes. Great therapy!

Now Ben is out and about. If you move the cursor to the far right of the screen, it should turn into a solid red arrow. This indicates an exit from the "room" you are in. It doesn't matter if Ben is outdoors, a screenful of scenery is still called a "room" in adventure gaming. It just makes things easier to talk about.



If you click once on the arrow, Ben will walk in the direction of the arrow until he leaves the room. If you click twice on the arrow, he will magically be transported to the next room. (Don't worry, he won't notice the difference.)

It's the outside of the Kickstand; the Limo and all motorcycles but Ben's are gone. You can send Ben for a walk down the road if you want, but I doubt if he'll go for it — he's not a walking kind of guy. He'd probably rather use his bike. To do this, move the cursor over his bike and use the Hand. Any time you want to use or pick up or punch something, use the Hand.



Uh-oh. Someone took Ben's keys and he's not too happy about it. Looks like it's time to ask a few forceful questions. You could try knocking on the door, but do you really think Ben would stop there? Why do you think they call it the KICKstand?

PROGRESS CHECK OFF

☐ Regain consciousness
☐ Get out of Dumpster
☐ Enter the Kickstand

Convincing the Kickstand Bartender

from *The Kickstand', Inc. Owner/Operator/Franchisee's Policy Manual*

Welcome to the wonderful world of Kickstand' merchandising. If this is your first franchise, congratulations on wisely choosing the Kickstand as your passport to economic security. In addition to its economic benefits, Kickstand ownership carries with it a proud tradition — the legend of the Wild West saloon. In the frontier community, the bar owner was frequently a prominent social figure — the equivalent of priest, counselor, loan arranger, and also a sort of banker, since he would sometimes safeguard small valuable objects for transients.

As heir to this tradition, you will find your Kickstand occasionally serving as the scene of boisterously good-natured community celebrations. You must remember, though, that each Kickstand is there to serve the whole community, and the last thing a Kickstand franchisee wants to do is take sides in any dispute. Always remain staunchly neutral — unless, of course, the safety of you or your property is in jeopardy…

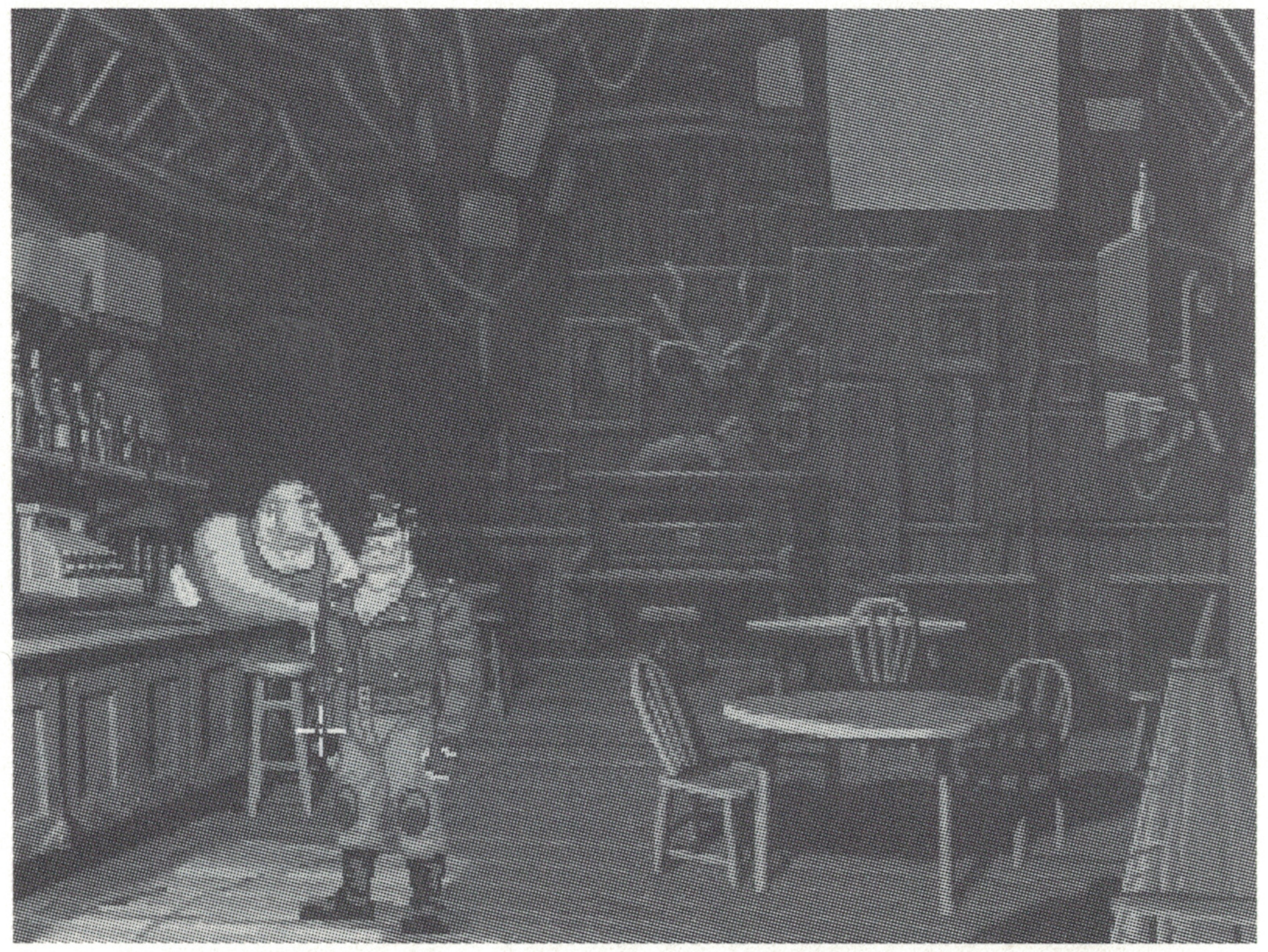
So Be
is good
wants h
hand it t
and Eye

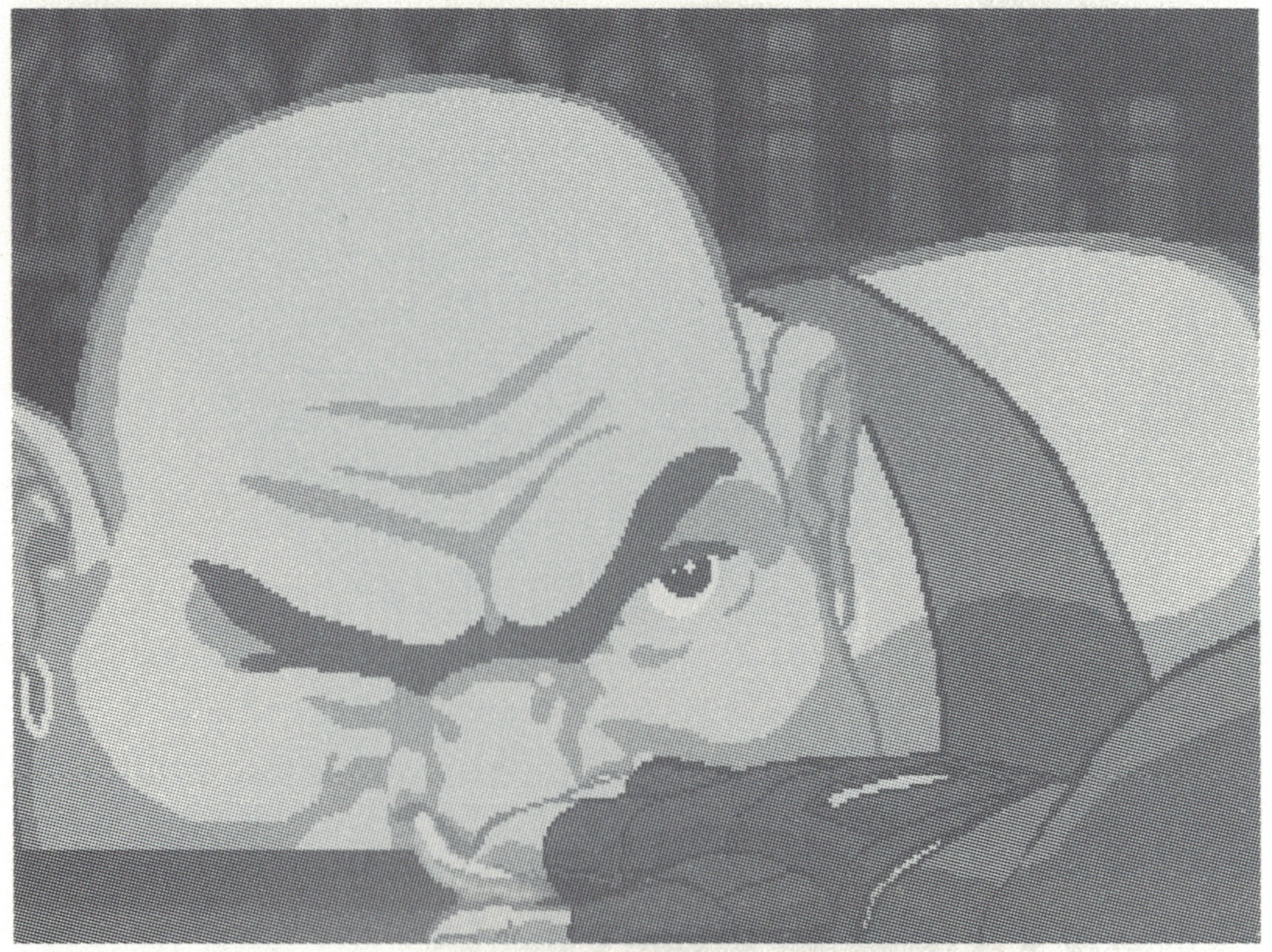
Hey, a
stand, an
things: th
was som
The fir
mounts h
road.

PROG

☐ Mar
☐ Get
☐ Take

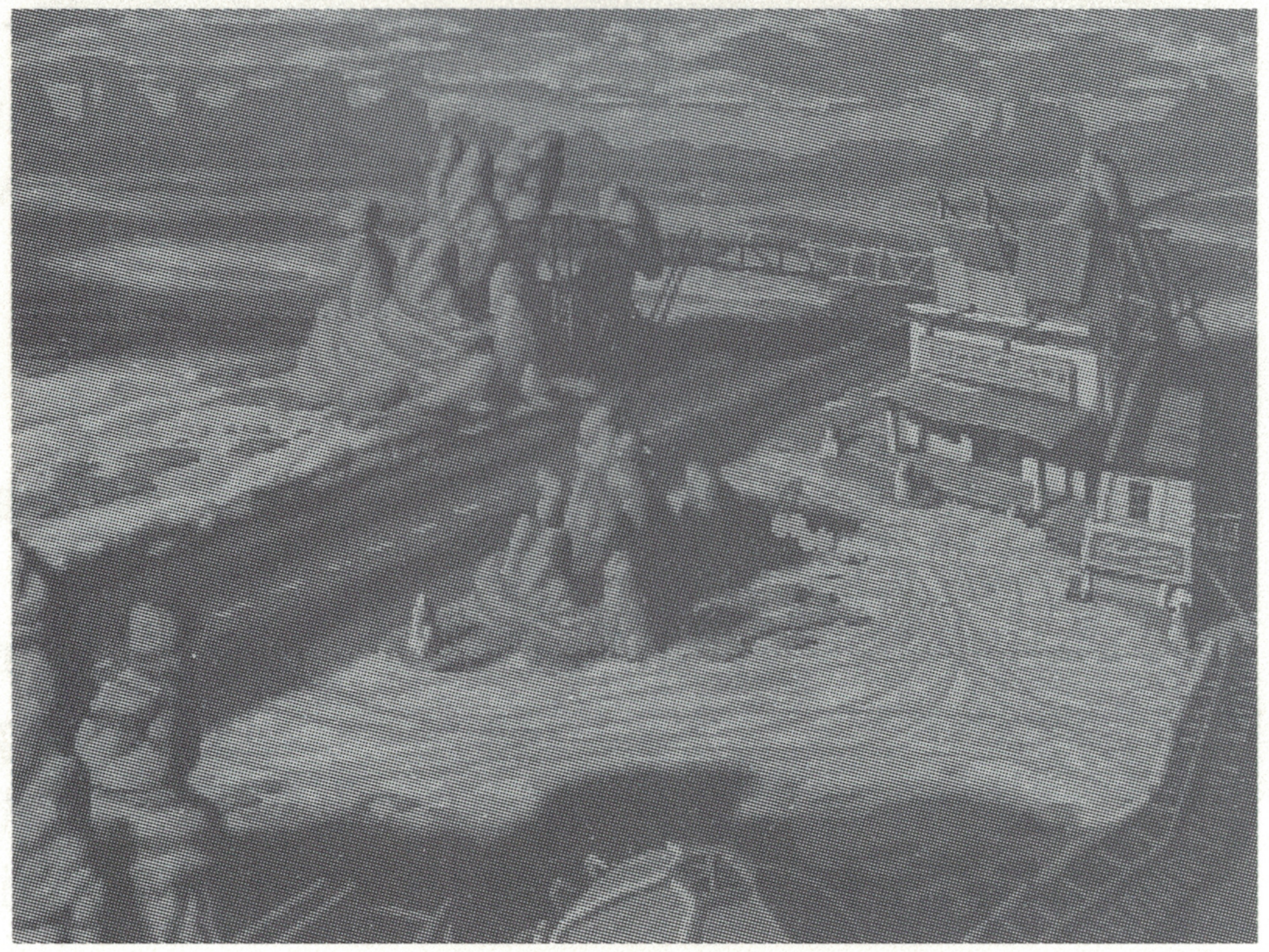
So Ben goes in and talks to the bartender (that's what the Skull Mouth on the interface is good for). The longer he talks, the angrier he gets. Ben wants information and he wants his keys, but most of all he wants to cut the bartender down to size. You've got to hand it to Ben…or rather, (once you've brought up the interface with Hand, Foot, Mouth, and Eyes) you've got to Hand it to the bartender.





Hey, all you've got to do is explain things to someone in a way only he can understand, and he'll get real cooperative. Now Ben has his keys back and he knows two things: that the gang is somewhere down the road, headed for an ambush, and there was some talk about killing him off and making it look like an accident.

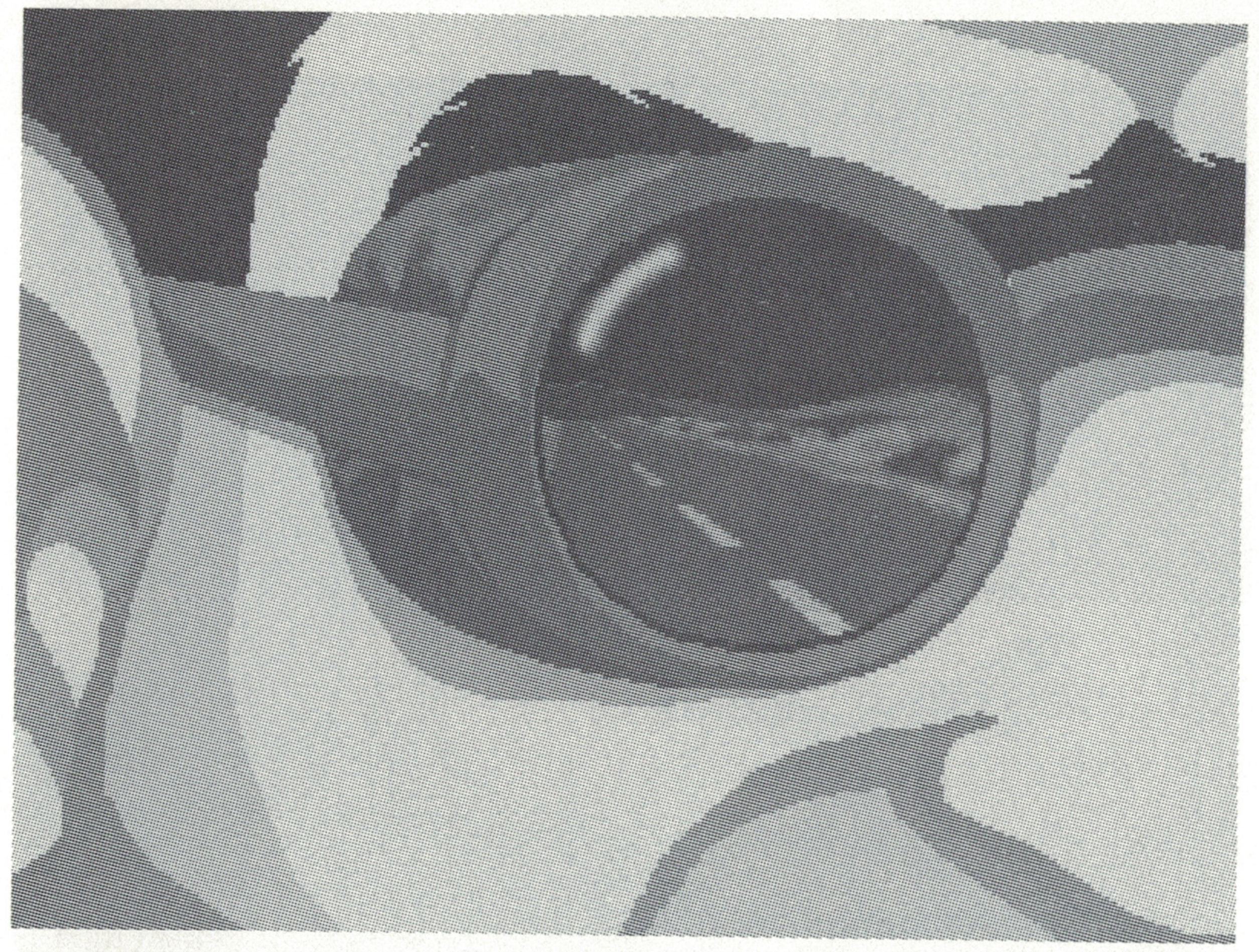
The first priority, though, is finding the gang and warning them. Ben heads outside, mounts his bike, and once again hits the road.



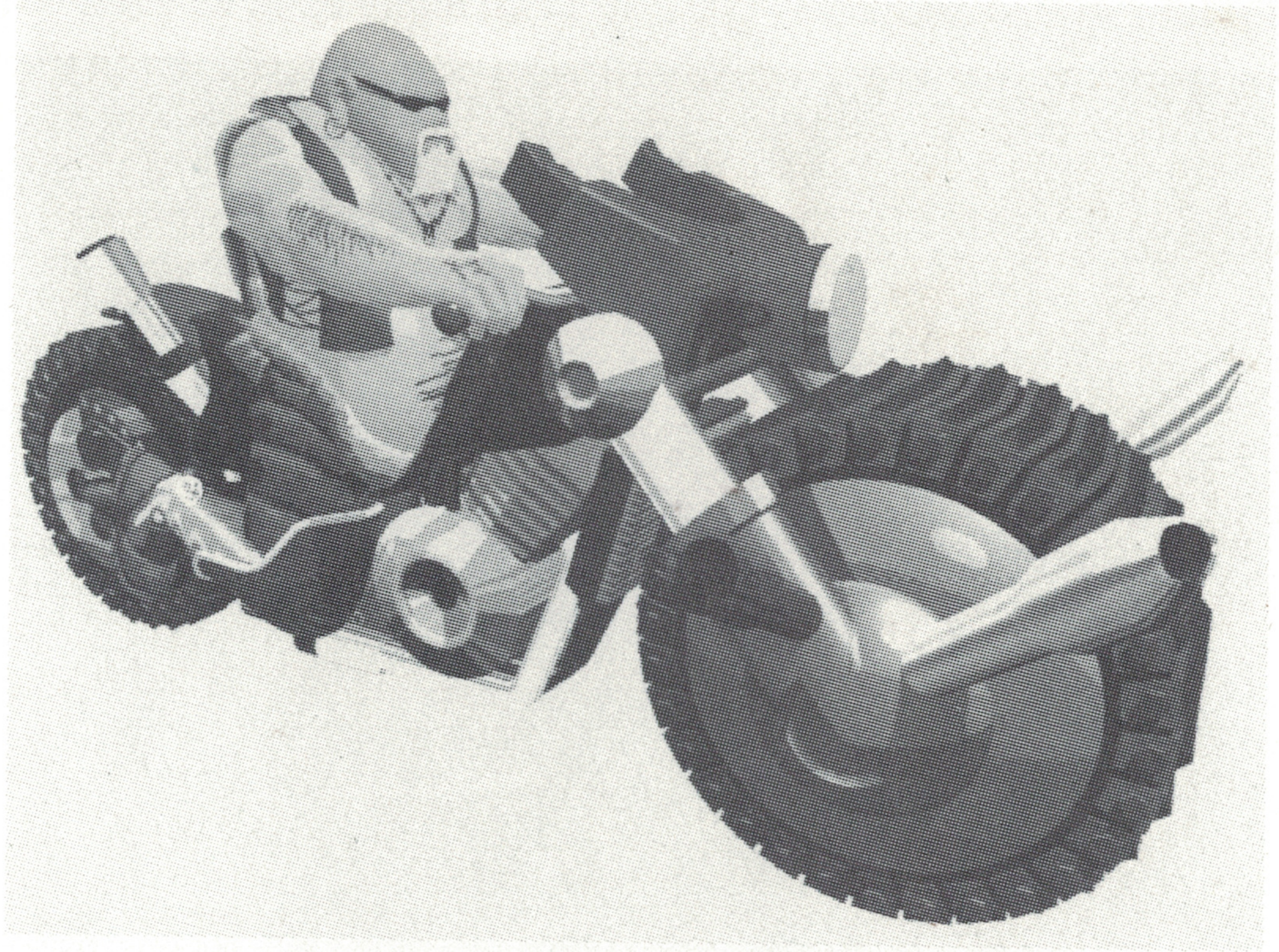
PROGRESS CHECK OFF
☐ Manhandle bartender
☐ Get keys
☐ Take off

Hitting the Open Road

WHERE IN THE WORLD IS BEN?



Highway 9 is reflected in Ben's shades.



Step-by-Step

from *The Social History of the Motorcycle* (Chapter 3, "The Corley Years")

> …The Rottwheelers. Although some members of the Tribe affected a certain flamboyant bravado, the overriding characteristic of the Rottwheelers was an almost mindless brutality, and it was at that level that any challenger would have to approach them. The strategic finesse of the Vultures or the psychic intimidation of the Cavefish were alien to the Rottwheelers. Fists, simple (sometimes medieval) weaponry, and seemingly endless brawls seemed the totality of their existence…

Right, the Rottwheelers. Just what Ben needs to make it a perfect day. He's got no time for these guys, and no patience, either. The odds are only about 6 to 1, so Ben figures the Rottwheelers are roadkill. By moving your mouse right and left, you move the motorcycle right and left. By clicking, Ben throws a punch. You will encounter a Rottwheeler: Grand Marnier (not so wimpy as you might think.) Keep punching.

Now that Ben has done his part to beautify the highway, he can resume his mission

— to warn the gang. Just one little wheelie for the hell of it, and …whoa! Did we say something earlier about Ben hitting the road? We didn't mean bouncing off the asphalt! Sabotage! "Aaarrrggghhhh!"

PROGRESS CHECK OFF

☐ Beat up Rottwheeler
☐ Pop a wheelie
☐ Eat gravel

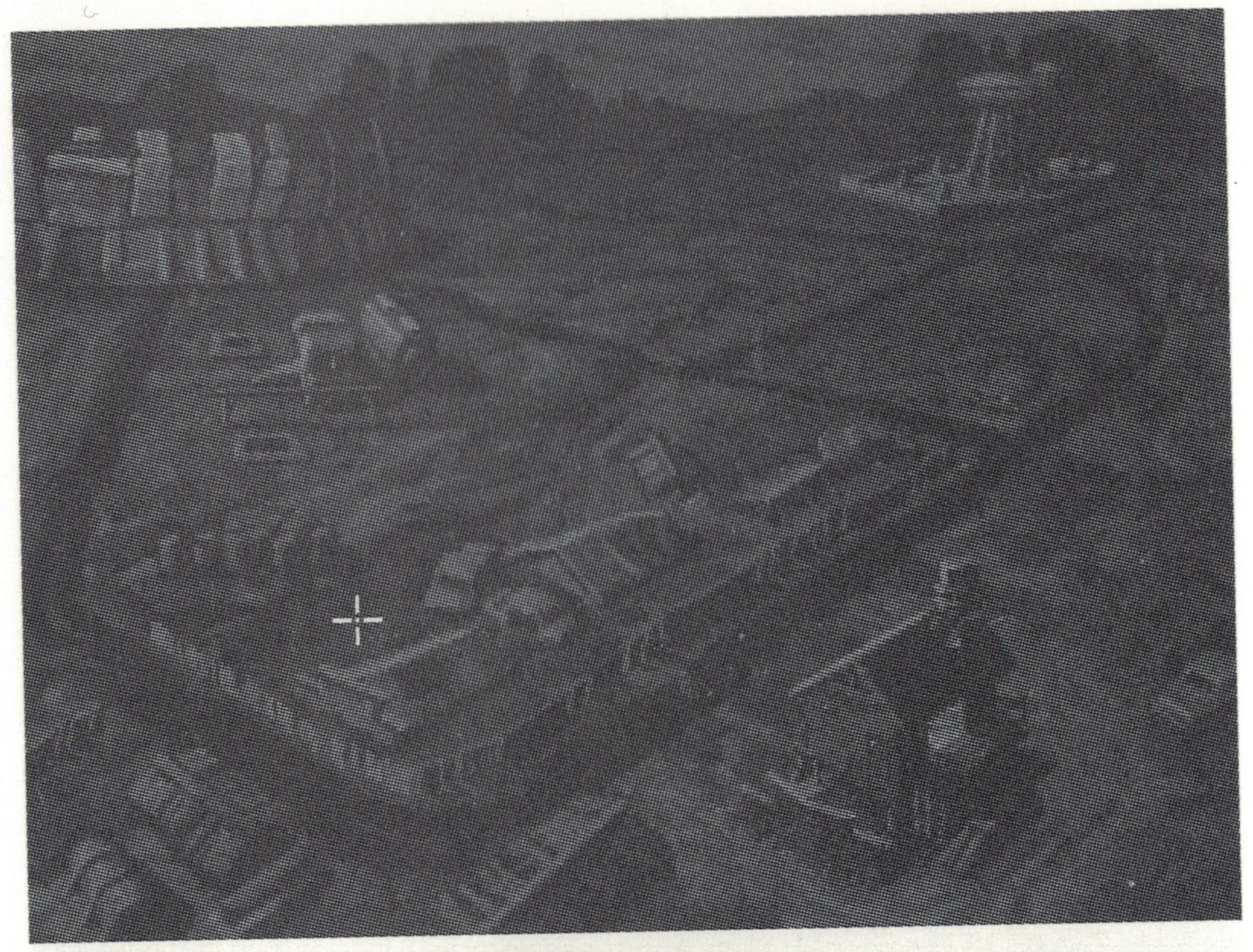
Melonweed

WHERE IN THE WORLD IS BEN?

Step-by-Step

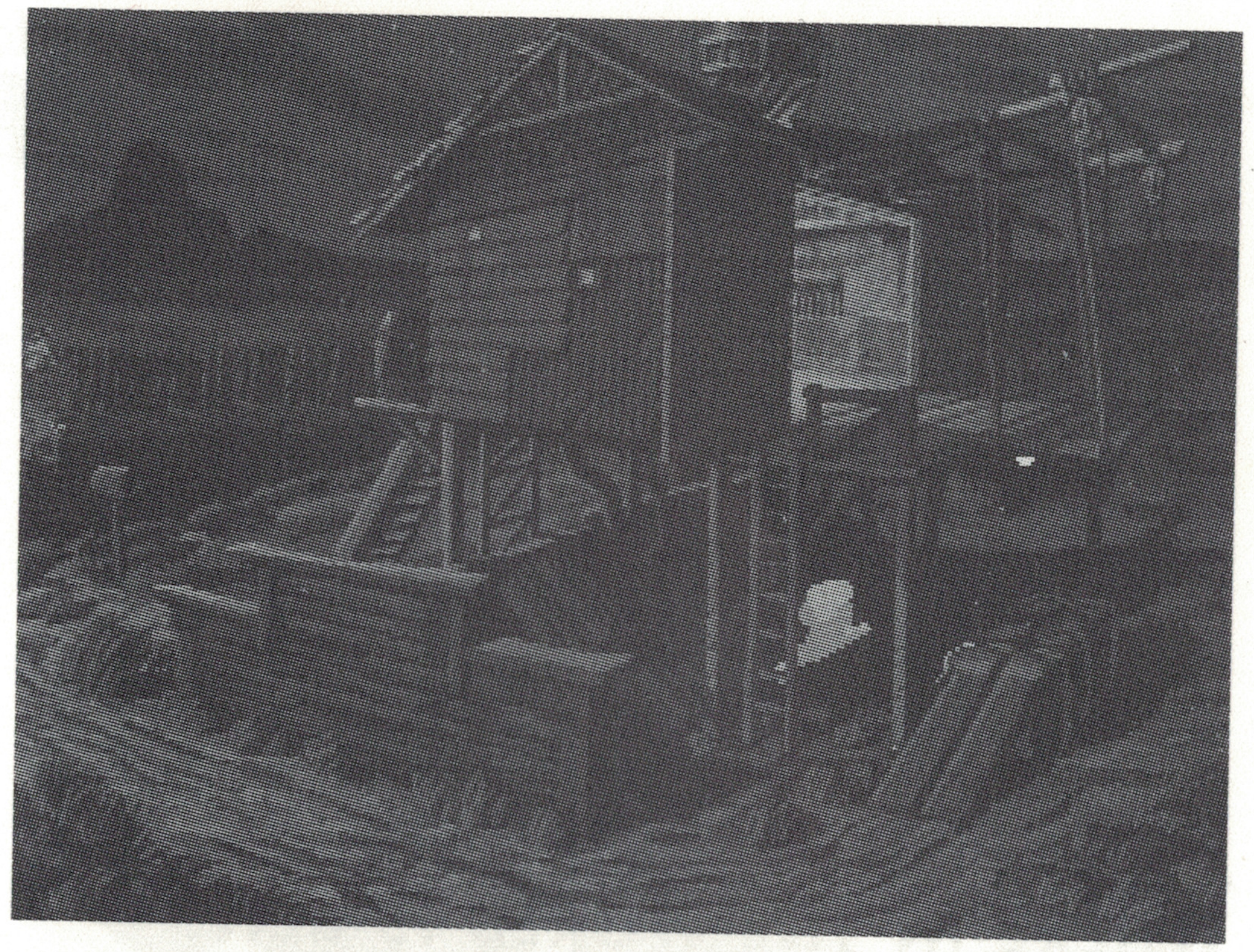
from *"Sometimes It's Tough To Be A Biker's Old Lady,"* Sally Sturgis and Motorcycle Music, Inc.

Sometimes it's tough to be his Old Lady
Knowin' it's his bike that he loves best
There will be tuff times
There will be ruff times
But it's his name that's on your chest.
Stand by your dude.
And show you're glad to see him,
And bring him bail to free him
When he is drunk and busted,
Stand by your dude,
Patch him up when he is battered,
Fix his bike when it gets shattered,
Don't forget he likes his women rude
Stand by your dude…



Melonweed. People actually live here? What a stink!

MO'S FIX-IT SHOP



What was that? A Cavefish?

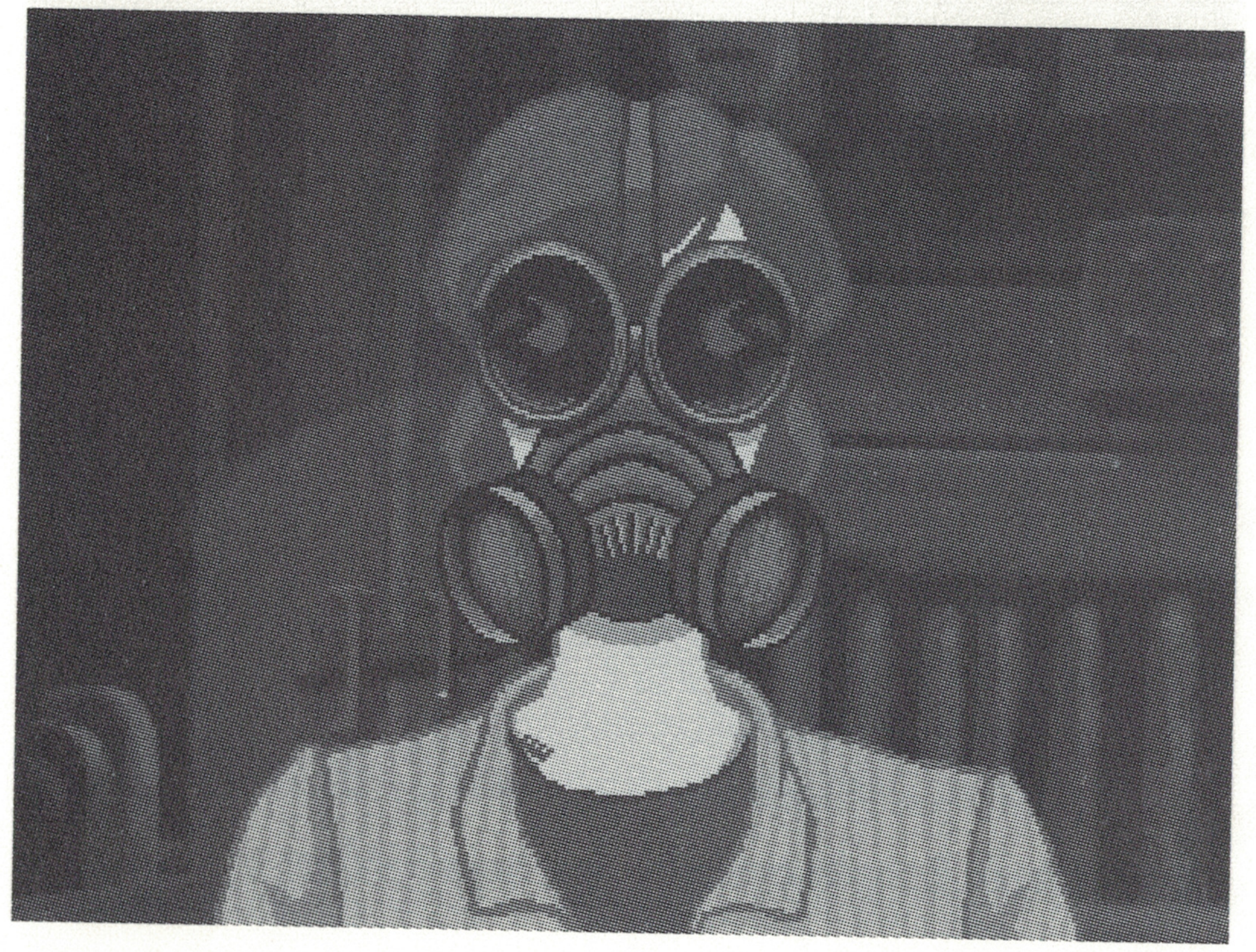
No, it's a woman in a home-made welding mask, who says her name is Maureen.

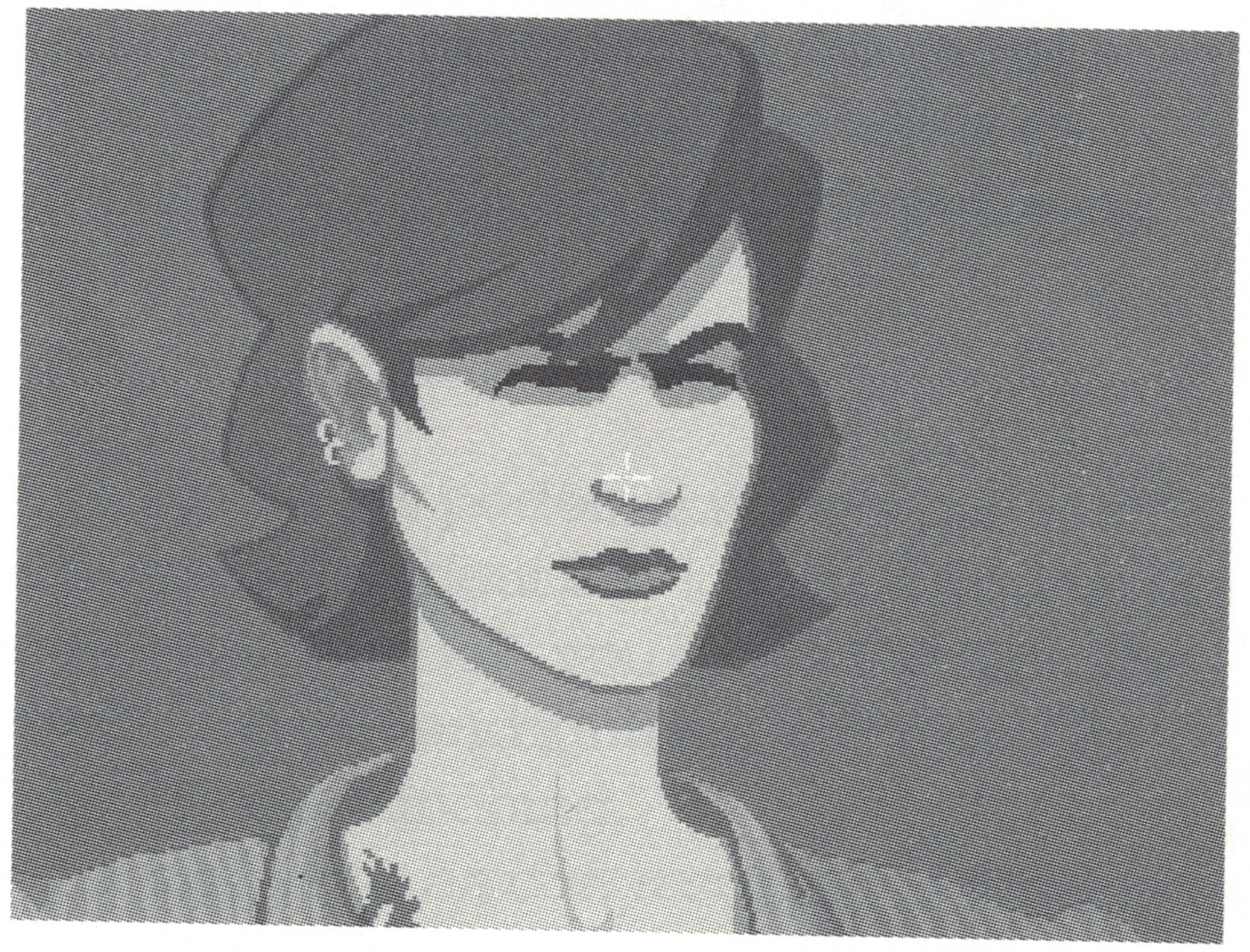
Apparently another woman, a reporter named Miranda, found Ben after the crash and brought both him and his bike to Maureen to patch up.

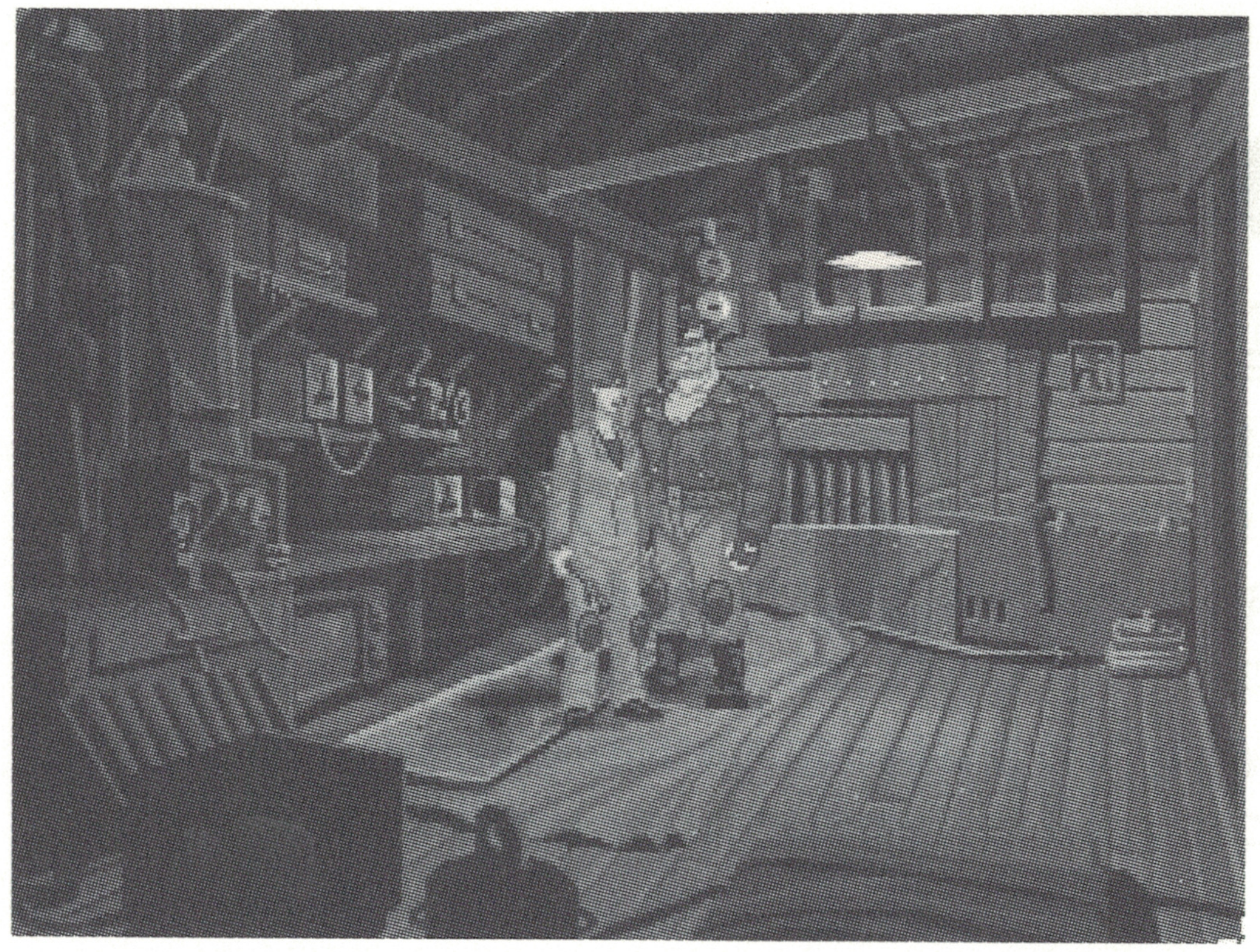
Ben is grateful, and wants to get going, but apparently his bike still needs work. Specifically, it needs gas, front forks (the part of the motorcycle that connects the handlebars to the front wheel) and a welding torch, since somebody stole Maureen's. Before Ben heads out, he'd better pick up the gas can and hose lying on the floor — easier to get the gasoline that way. And what's that picture on the wall? Little Mo at Pete's Mink Ranch?

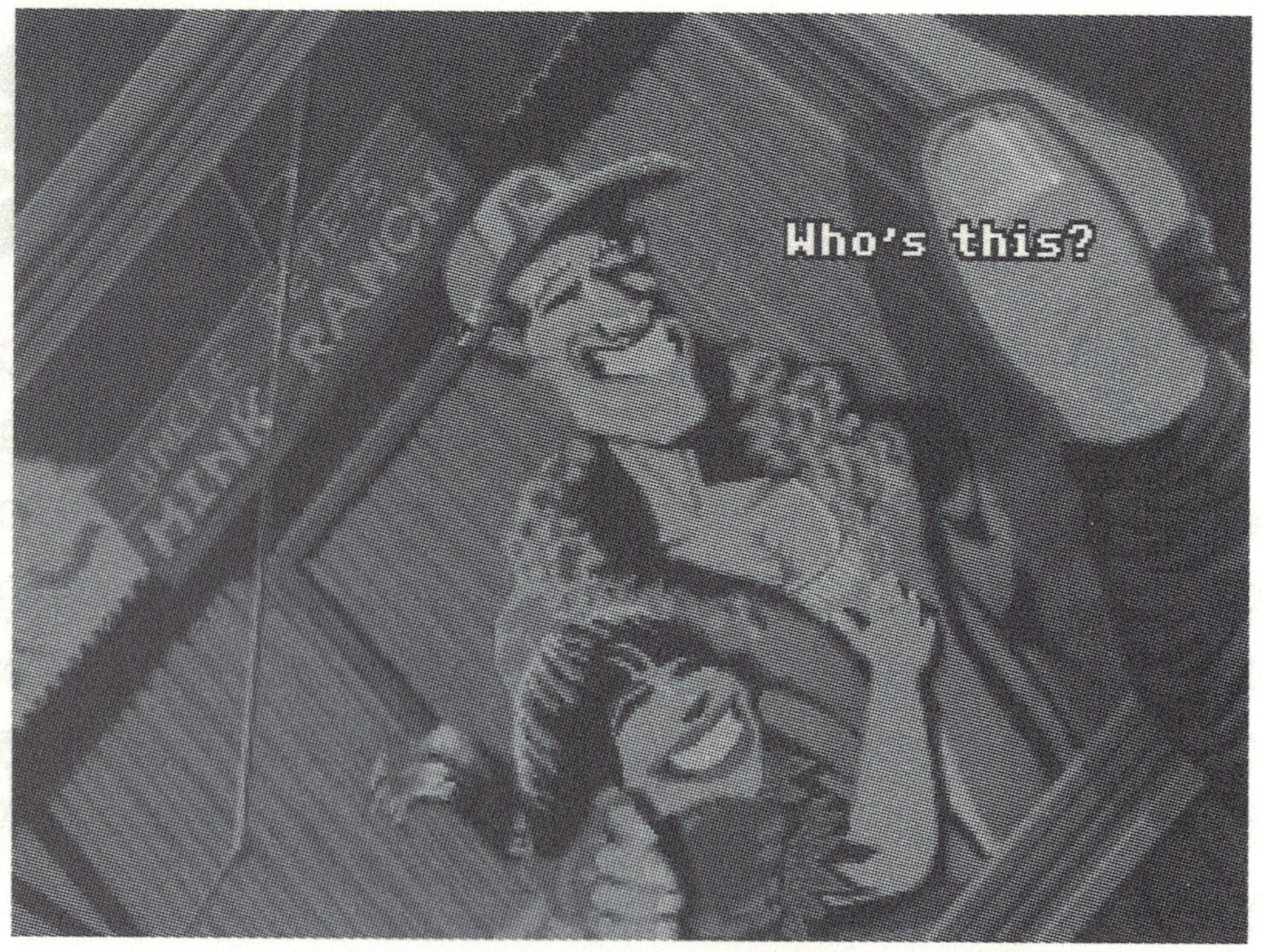
from radio advertisement for *Pete's Mink Ranch* (Courtesy of KCOR FM)

> …it's just east of Melonweed on Highway 9, or if you're coming from the Gorge, head west until you see the big green barn. This is Old Uncle Pete sayin', "C'mon down to the Mink Ranch," and don't forget to bring the kiddies — they'll love looking at the little varmints before they're skinned…the minks, that is. Heh, heh, heh…









UNCLE PETE'S MINK RANCH
Who's this?

Ben strolls outside and runs into Miranda. A brief conversation with Miranda might be useful — useful in discovering what a warm, caring person she is, especially if you ask her for a ride. No wonder everybody's down on the media.

PROGRESS CHECK OFF

☐ Regain consciousness
☐ Get gas can
☐ Get hose

· Hint Section ·

Here is your patented handy-dandy, use-it-at-your-own-risk, multi-tiered hint section that will help you get through the first segment of the game. Instructions: Find a large cardboard card (like one of those annoying magazine subscription or computer game product registration cards) or a small piece of paper. Find the question (in **bold type**) that most closely describes your current dilemma. Place your card or paper right under the question. Now, uncover the first answer. If this doesn't help enough, uncover the second answer. Continue in this manner until you are past your current snag.

Ben's in the dumpster. What should I do?

Punching seems to be the best option

Punch a lot.

Get him out by punching the right-hand part of the lid.

There's not much to do outside the dumpster, either.

Ben can explore his surroundings.

There's probably more to see in front of the bar.

If Ben is standing by the dumpster, walk him around to the front of the bar. Then have him use the motorcycle.

What happened to Ben's keys?

We know they're not in Ben's pockets.

They aren't on the ground or in the dumpster.

They're in the bar. He'll have to get in somehow.

The bar door is locked. Where's the key?

We know it's not in Ben's pockets.

There doesn't seem to be a doormat to look under.

Remember, Ben is a big tough biker.

There is no key. Ben has to kick the door down.

The bar is a really neat place. Can I order a drink?

Are you 21?

Of course you can't. You're a real person. This is a fictional bar.

Ben might be able to order a drink, but it would do more good for him to talk to the bartender.

The bartender won't give Ben anything but the runaround. What next?

Remember, Ben is a big tough biker.

And Quohog, the bartender, is *really* irritating.

Use your fists.

ON THE ROAD

There's a rude, uncouth person who won't let Ben get by.

See that fist in a square in the lower left corner of the screen?

That's supposed to be a clue.

Now, you're on your own…

SPECIAL THANKS TO

CORLEY MOTORS

Full Throttle ™ and © 1994 LucasArts Entertainment Company.
All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. LucasArts, INSANE, SCUMM and *i* MUSE are trademarks of LucasArts Entertainment Company. *i* MUSE U.S. Patent No. 5,315,057. All other trademarks are hereby acknowledged as the proprietary property of their respective owners.

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912
Distributed by Virgin Interactive Entertainment (Europe) Limited,
338A Ladbroke Grove, London W10 5AH

MORE GREAT, AWARD-WINNING GAMES FROM LUCASARTS

Star Wars Games and Products

Dark Forces™ *(IBM CD-ROM)*

Star Wars Screen Entertainment™
(Windows & Macintosh floppy)

Rebel Assault *(IBM PC & Macintosh CD-ROM)*

TIE Fighter™ *(PC floppy)*

TIE Fighter mission disk: Defender of the Empire™
(PC floppy, requires TIE Fighter)

X-Wing Collector's CD-ROM™ *(IBM CD-ROM)*

Indiana Jones Games

Indiana Jones® and the Fate of Atlantis™
(PC & Macintosh CD-ROM)

Original Titles

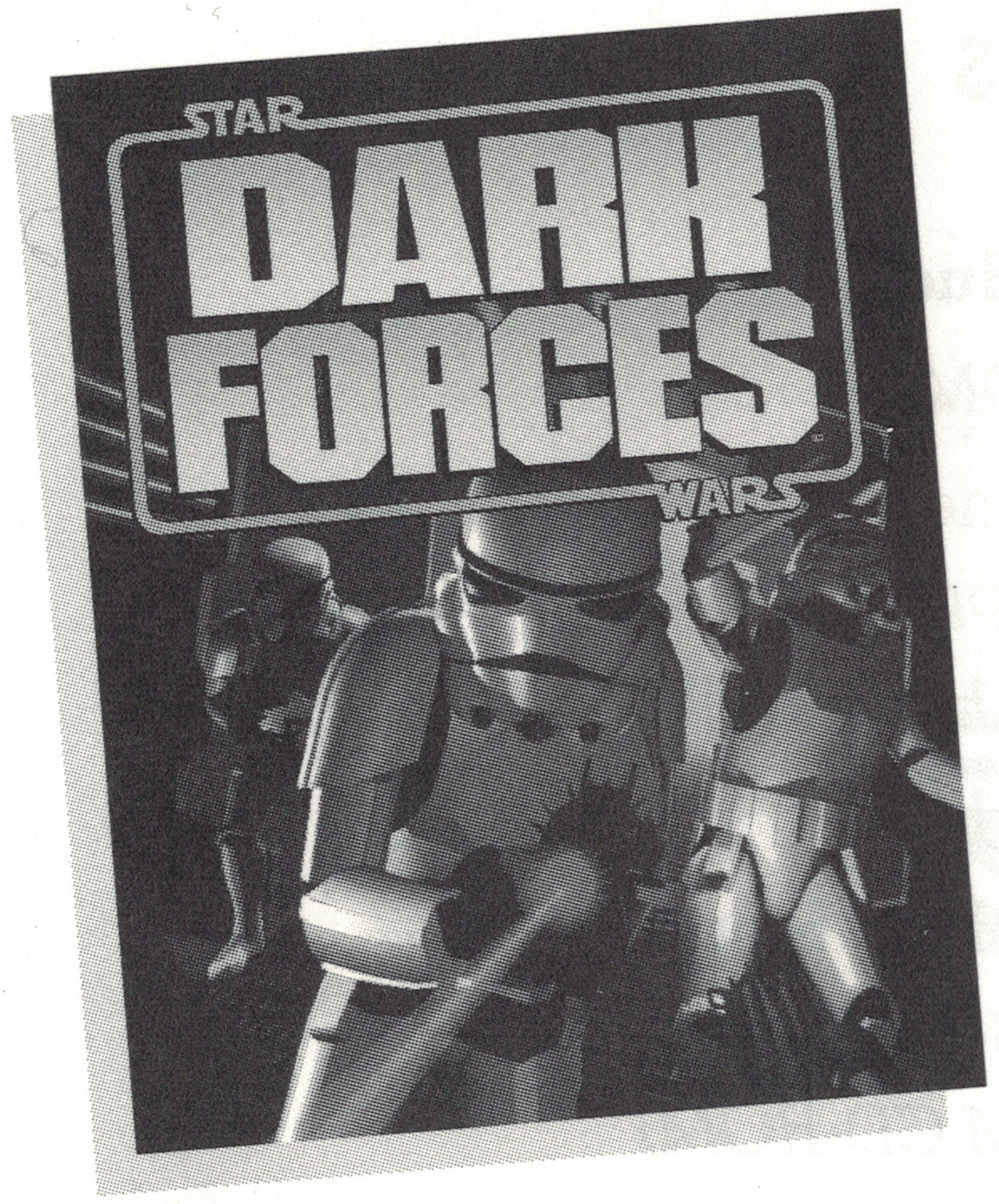
Sam & Max Hit the Road™
(PC floppy & CD-ROM)

Day of the Tentacle™ *(PC floppy and CD-ROM)*

Coming Soon

Indiana Jones® and His Desktop Adventures™
(Windows floppy)

FOR FURTHER INFORMATION CONTACT YOUR LOCAL RETAILER



DARK FORCES

Join the Rebel Alliance's covert division, infiltrate the Empire and get ready for the battle of your life. First-person play with fully interactive environments, almost 20 types of enemies and more fire-power than you can imagine. Available now!